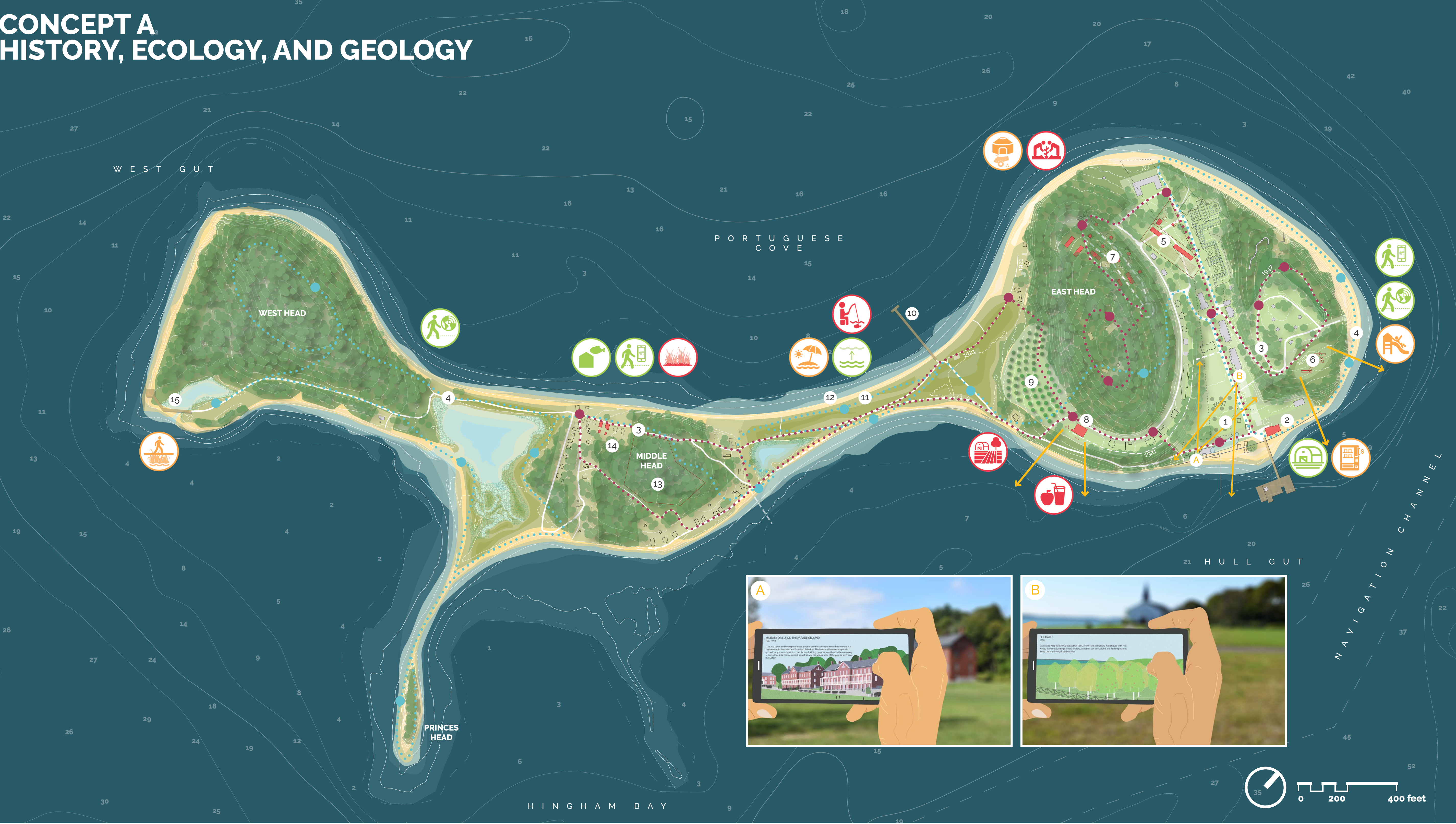


CONCEPT A
HISTORY, ECOLOGY, AND GEOLOGY



- Key**
- Improved Access & Amenities
 - Cultivation & Management
 - Educational Features
 - Demolished Building Footprint
 - New or Renovated Building
 - Existing Building to Remain
 - Fenceline
 - Viewshed

- Legend**
- 1 1890 Cleverly Farm Location Markings (house, outbuildings, pond, fencing, cottages)
 - 2 Food / Beverage Vending inside Visitor's Center
 - 3 Cultural History Trail (12 stops via VR Augmentation)
 - 4 Ecology and Geology Trail (12 stops)
 - 5 Demonstration Garden & Farm (in partial 1775 dwelling footprint)
 - 6 Adventure Playground
 - 7 Relocated Yurts & Glamping in WWII Temporary Barracks Location (1947 mapping)
 - 8 Cider House
 - 9 Demonstration Orchard (in approximate historic location)
 - 10 Fishing Pier
 - 11 Sea Level Rise / Ecological Change Marking
 - 12 Accessible Beach Route
 - 13 Invasive Species Management Area
 - 14 Cottage Community Cultural Center
 - 15 Elevated Boardwalk



1. 1890 Cleverly Farm Location Markings
Interprets structures that once comprised the Cleverly family's farm on the island.



2. Food / Beverage Vending inside Visitor's Center
Provides basic healthy food and beverage options for visitors.



3. Cultural History Trail via VR Augmentation (12 stops)
Uses smart technology and virtual reality augmentation to share the invisible histories across the island.



4. Ecology and Geology Trail (12 stops)
Describes the current and changing conditions of animal and plant communities, ecology, and landforms.



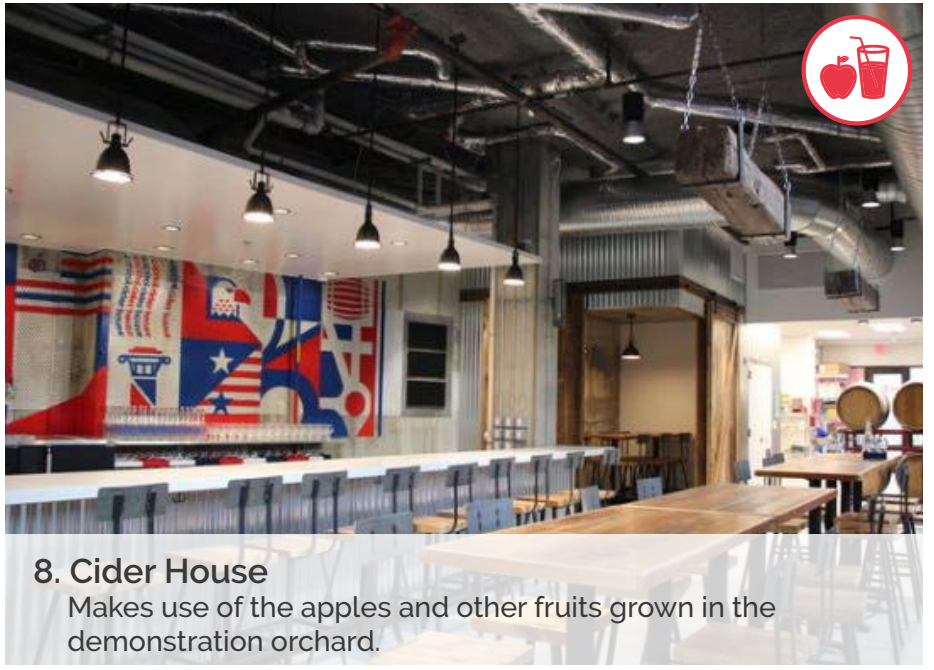
5. Demonstration Garden & Farm
Displays crops grown at various times through Peddocks' history.



6. Adventure Playground
Provides families and day trippers with a chance to explore that is linked to history and ecology.



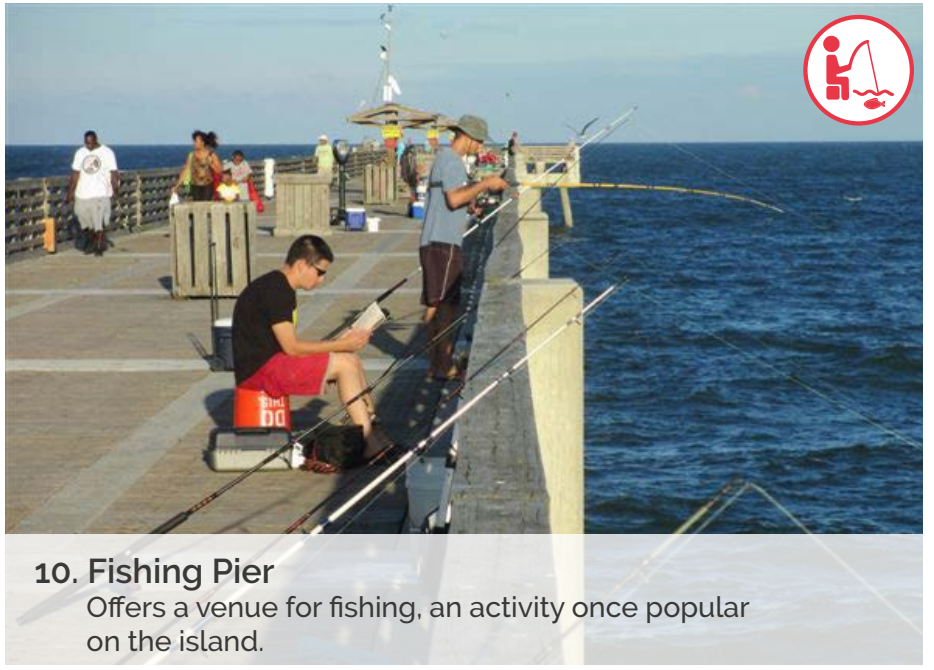
7. Relocated Yurts & Glamping in WWII Temporary Barracks Location
Provides overnight accommodations with historic interpretation.



8. Cider House
Makes use of the apples and other fruits grown in the demonstration orchard.



9. Demonstration Orchard
Recreates the spirit of the orchards that once grew on the island.



10. Fishing Pier
Offers a venue for fishing, an activity once popular on the island.



11. Sea Level Rise / Ecological Change Marking
Illuminates various natural processes at work on Peddocks with lights or other markings.



12. Accessible Beach Route
Improves access to the shoreline along the tombolo between East and Middle Head and promotes inclusivity.



13. Invasive Species Management Area
Deploys targeted vegetation clearing and the removal of invasive plant species to connect visitors to the landscape.

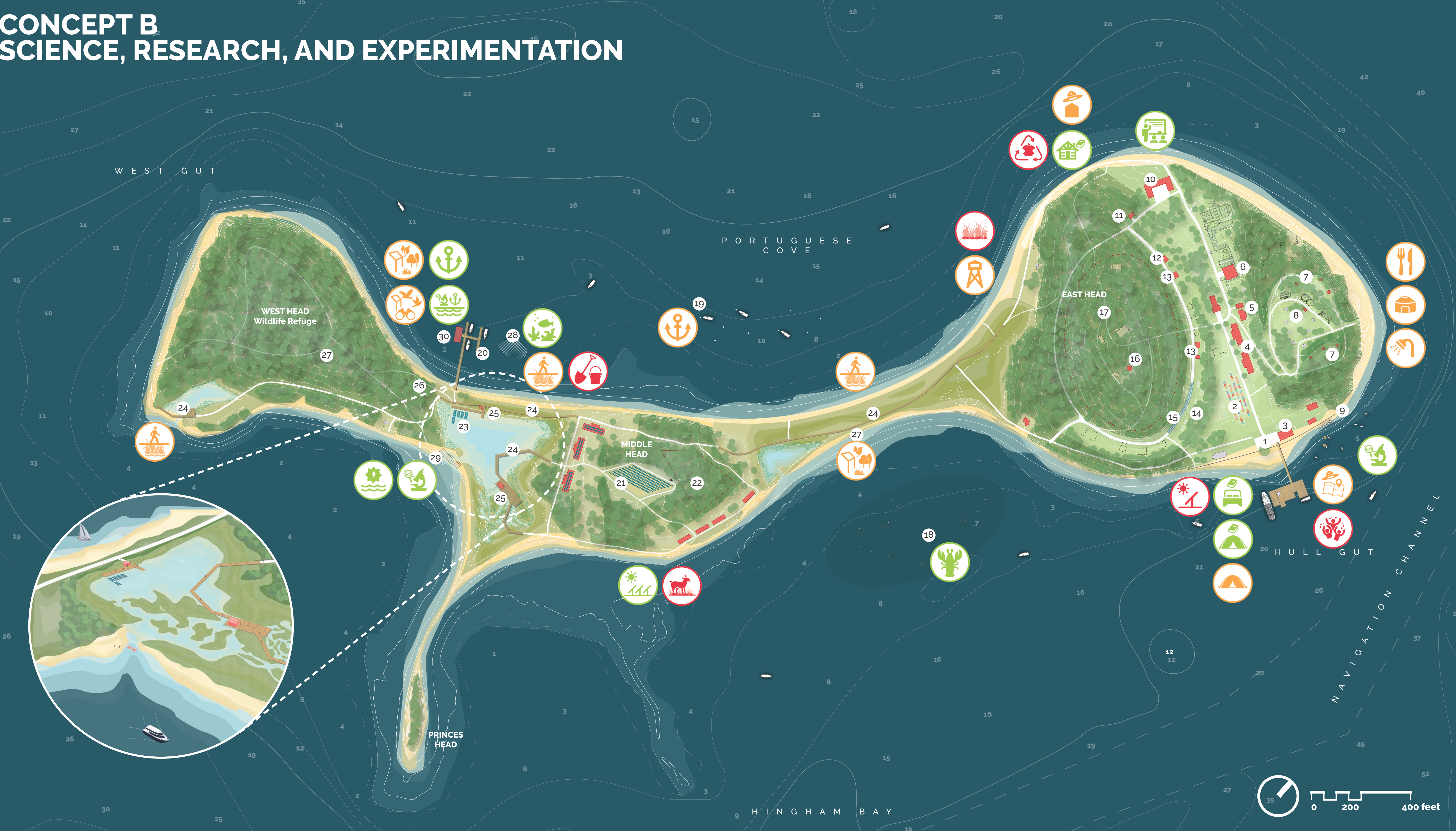


14. Cottage Community Cultural Center
Shares stories of the cottagers and their habitation on the island.



15. Elevated Boardwalk
Allows for equitable access and exploration around the island.

CONCEPT B
SCIENCE, RESEARCH, AND EXPERIMENTATION



Key		Legend	
	Improved Access & Amenities	1 Entry Plaza	11 Composting Facility
	Cultivation & Management	2 Parade Ground	12 Caretaker House
	Education & Research	3 Public Safety / Ranger Station and Visitor Center	13 Professor's Cottage
	Demolished Building Footprint	4 Residence Halls	14 Open Tent Sites
	New or Renovated Building	5 Maintenance and Storage Buildings	15 Solar Shade Structure
	Existing Building to Remain	6 Dining Hall	16 Reconstructed Observation Tower
	Fenceline	7 Relocated Yurts	17 Invasive Species Management Test Plot
	Viewshed	8 Shower Facility	18 Lobster Pot Drop Location
		9 Data Collection Station	19 Mooring Field
		10 Innovation Lab / Classrooms	20 Potential Seasonal Dock
			21 Mini Solar Grid
			22 Test Site for Managed Goat Clearing
			23 Intertidal Lab
			24 Elevated Boardwalks
			25 Passive Storage Outpost
			26 Birding Signage (throughout Middle and West Heads)
			27 Plant Community Signage (throughout Island)
			28 Reef Lab
			29 Hydro-power Testing Area
			30 Floating Lab

1. Entry Plaza
Creates an open reception area / waiting room with seating and shade to receive visitors.

2. Parade Ground
Provides school groups with an open area for camping and other educational programs.

3. Public Safety / Ranger Station and Visitor Center
Supports all physical assets of the parkland and visitor's health and wellbeing.

4. Residence Halls
Houses students, chaperones, and researchers who are on the island for programs and academic endeavors.

5. Maintenance and Storage Buildings
Supports physical assets and programming on the island.

6. Dining Hall
Provides food and seating for full-day visitors, overnight/weekend guests, and longer term residents.

7. Relocated Yurts
Offers housing for short term (1-2 day) stays.

8. Shower Facility
Improves existing and proposed yurt and tent camping experience.

9. Data Collection Station
Creates a home base for field work/scientific studies taking place along the shore of East Head.

10. Innovation Lab / Classrooms
Houses scientific study, field work, and student programs.

11. Composting Facility
Collects waste from the dining/residence halls and labs to be reused as loam on the island.

12. Caretaker House
Houses the park ranger(s) and/or public safety officer.

13. Professor's Cottage
Provides housing for professors and teachers engaged in educational programming.

14. Open Tent Sites
Accommodates short term (1-2 day) island stays.

15. Solar Shade Structure
Generates a renewable energy resource to serve the Caretaker's House and other buildings.

16. Reconstructed Observation Tower
Creates an observation point for visitors and a location for weather radar.

17. Invasive Species Management Test Plot
Researches alternative methods of invasive species management.

18. Lobster Pot Drop Location
Supports lobster and other commercial fishing activities, lobster tours, and on-island bakes.

19. Mooring Field
Holds publicly accessible anchoring sites for those visiting Peddocks by private boat.

20. Potential Seasonal Dock
Improves recreational boating access to activities on Middle and West Heads.

21. Mini Solar Grid
Generates renewable energy for educational and research applications on the island.

22. Test Site for Managed Goat Clearing
Studies the effectiveness of using goats to control vegetation/invasive plants.

23. Intertidal Lab
Focuses on research about tidal inlets, high marsh areas, and pond ecology.

24. Elevated Boardwalks
Supports guided tours, outdoor labs requiring water access, and animal/marine observation.

25. Passive Storage Outpost
Holds equipment and tools needed for field work and data collection.

26. Birding Signage
Facilitates a self-guided bird-habitat-focused tour at 10 locations along a designated trail.

27. Plant Community Signage
Facilitates a self-guided ecology-focused tour at 10 locations along a designated trail.

28. Reef Lab
Focuses on marine biology and oceanography with classes and research.

29. Hydro-power Testing Area
Focuses on research green energy while promoting advancements in hydropower programs.

30. Floating Lab
Focuses on marine biology and oceanography with classes and research.

CONCEPT C
TOURISM, CULTURE, AND RECREATION



- Key**

 - Improved Access & Amenities
 - Tourism & Culture
 - Sports & Recreation
 - Demolished Building Footprint
 - New or Renovated Building
 - Fenceline
 - Viewshed
 - Art Sculptures
- Legend**

1 Parade Ground Events Lawn

2 Entry Plaza

3 Wedding Venue

4 Main Promenade

5 Golf Cart and Bikeshare Parking

6 Platform Camping (ADA compliant by the Visitor's Center)

7 Residence Halls with First Floor Flex Space

8 Commercial Kitchen

9 Public Safety / Ranger Station

10 Renovated Gymnasium / Indoor Sports Arena (Squash, Indoor Climbing)

11 Luxury Cottages

12 Outdoor Courts

13 Mini Cabins

14 Quartermaster's Luxury Hotel, Spa and Convention Center

15 Maintenance and Storage Building

16 Discovery Trail through Ruins

17 Relocated Yurts

18 High Ropes Course

19 Art Gallery and Small Events Space

20 Permanent Art Exhibit

21 Waterfront Cafe and Vending

22 Kayak and Scuba Rentals and Training Pavilion

23 Potential Floating Dock Location (Scuba Launch)

24 Mooring Field

25 Potential Seasonal Dock

26 Elevated Boardwalk

27 Passive Glamping Tents

28 Passive Mini Cabin Location

29 Island Loop Path

30 Passive Artist Retreat

1. Parade Ground Events Lawn
Provides venue for festivals, concerts, and large-scale events.

2. Entry Plaza
Creates an open reception area / waiting room with seating and shade to receive visitors.

3. Wedding Venue
Constructs a formalized outdoor patio at the Chapel to support a tented space for weddings and other event occasions.

4. Main Promenade
Develops a formalized extension of the entry plaza that leads to the Quartermaster's Luxury Hotel, Spa, and Convention Center.

5. Golf Cart and Bikeshare Parking
Provides access to rentable carts and bikes to get around the island.

6. Platform Camping
Accommodates group or solo camping for 1-2 night stays in locations with optimal harbor views.

7. Residence Halls with First Floor Flex Space
Creates an indoor open space available for community or commercial use.

8. Commercial Kitchen
Supports culinary programs, classes, and food needs beyond the hotel and cafe offerings.

9. Public Safety / Ranger Station
Marks the entry into West Head and provides a meeting spot and space to get a casual bite to eat.

10. Renovated Gymnasium / Indoor Sports Arena
Provides unique, year round recreation opportunities (rock climbing, squash, pickleball).

11. Luxury Cottages
Accommodates weekly and monthly rentals equipped with kitchens and amenities that support longer stays.

12. Outdoor Courts
Supports pick-up games and more organized team sports and tournaments.

13. Mini Cabins
Provides modern basic accommodations for 2-4 people, supports 3-5 night stays.

14. Quartermaster's Luxury Hotel, Spa & Convention Center
Creates an art walk through contextually-driven sculptural commissions.

15. Maintenance and Storage Building
Supports physical assets and programming on the island.

16. Discovery Trail through Ruins
Celebrates the sense of discovery and exploration on Peddocks.

17. Relocated Yurts
Offers housing for short term (1-2 day) stays.

18. High Ropes Course
Provides a unique seasonal recreation opportunity that is immersed in nature.

19. Art Gallery and Small Events Space
Supports exhibitions of local (or non-local) artists and other programming such as weddings or corporate events.

20. Permanent Art Exhibit
Provides off-the-grid overnight accommodation for 2-4 people on West Head (3-5 nights stays).

21. Waterfront Cafe and Vending
Provides off-the-grid housing that supports art programming, and a studio for artists in residence.

22. Kayak and Scuba Rentals and Training Pavilion
Celebrates the sense of discovery and exploration on Peddocks.

23. Potential Floating Dock Location (Scuba Launch)
Allows for scuba launch and boat parking.

24. Mooring Field
Provides off-the-grid housing that supports art programming, and a studio for artists in residence.

25. Potential Seasonal Dock
Improves recreational boating access to Middle and West Heads.

26. Elevated Boardwalk
Supports guided tours, outdoor labs requiring water access, and animal/marine observation.

27. Passive Glamping Tents
Offers off-the-grid overnight accommodation for 2 people in the former cottage footprints (1-2 night stays).

28. Passive Mini Cabin Location
Provides off-the-grid overnight accommodation for 2-4 people on West Head (3-5 nights stays).

29. Island Loop Path
Allows for easier pedestrian travel around the entire perimeter of the island.

30. Passive Artist Retreat
Provides off-the-grid housing that supports art programming, and a studio for artists in residence.